

Check Boxes

Use this extended rule to define the behavior of a check box control that has been created using a resource editor.

Check boxes are used when a single option can be switched on or off. Check boxes can be selected independently of each other. In contrast to radio buttons, they do not mutually exclude each other.

This chapter covers the following topics:

- Adding the Control in the Resource Editor
 - Defining the Corresponding Input Fields
 - Defining the Label and the Value
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Adding the Control in the Resource Editor

In the resource editor, create a check box control. You have to define the "Auto" style so that a check box assumes the "checked" or "unchecked" state when the user selects it.

Supported Styles for Check Box Controls

Auto
Left text
Push-like
Multiline
Flat
Horizontal alignment
Vertical alignment
Client edge
Static edge
Modal frame
Transparent
Right aligned text
Right-to-left reading order

Defining the Corresponding Input Fields

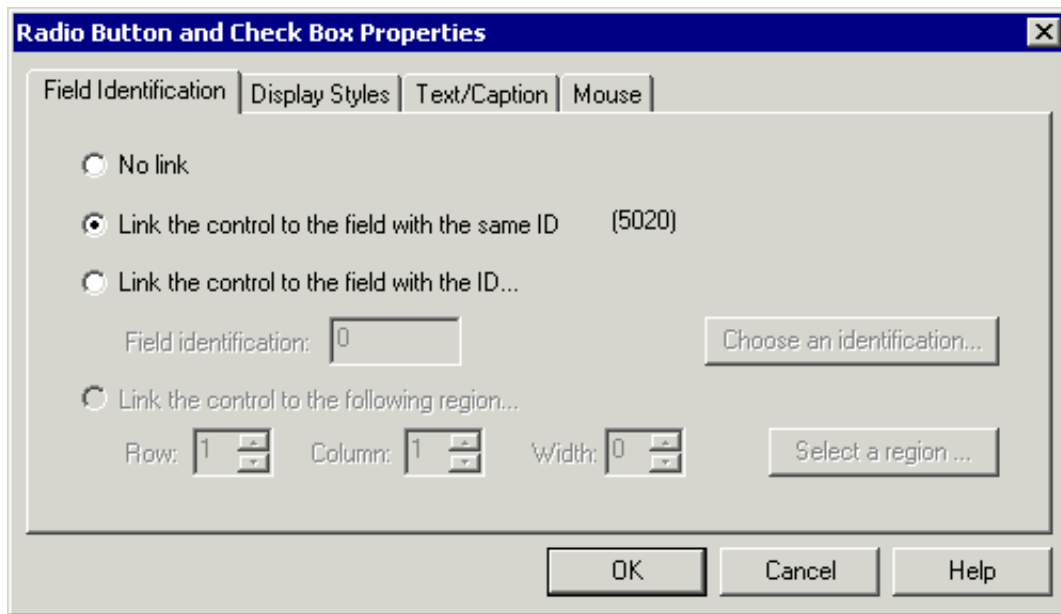
A check box represents one input field. For each check box control in the dialog, you have to define the corresponding input field in the character screen.

▶ To define the corresponding input field for a check box control

1. In the dialog, double-click the check box control.

This corresponds to selecting the control and then choosing **Control Properties** from the **Extended** menu or context menu.

The Radio Button and Check Box Properties dialog box appears.



2. Specify all required information on the Field Identification, Display Styles and Mouse pages as described in *Defining the Control Properties* in the documentation *Defining the Rules Using the SDK*.

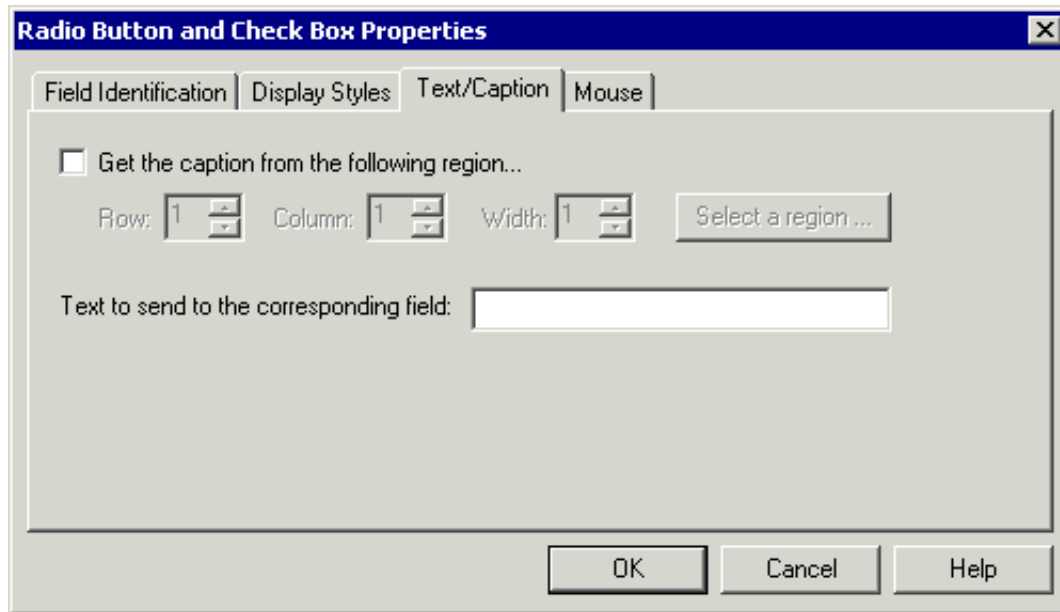
The Text/Caption page is described below.

The options **Link the control to the following region** and **Trim whitespace characters from the string** (on the Display Styles page) do not apply to check boxes and are therefore not available.

3. Choose the **OK** button.

Defining the Label and the Value

After you have defined the corresponding input field, you have to define further information on the Text/Caption page.



Get the caption from the following region

When this check box is selected, you can define the region in the screen which contains the string that is to be used as the caption (label) of the control.

Make sure that the resource file that is to be used as a template is shown in the scope window and then choose the **Select a region** button. Use the mouse to select the region in the character screen which contains the string to be shown in the control.

The position of the selected region (row, column and width) is shown in the spin boxes. Using the spin buttons, you can manually adjust the values.

When this check box is not selected, the caption as defined in the resource editor will be used.

Text to send to the corresponding field

Specify the value that is to be sent to an input field when the user selects the corresponding check box. When the field has this value, the box will be checked.